

MA35D1 GUI Development Environment

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| Agenda

- DirectFB Introduction
- Qt Creator Cross-Compile Environment Setup

DirectFB Introduction

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DirectFB Introduction

- Nuvoton provides DirectFB, a 2D graphics engine that can offload CPU usage and improve application performance.
- The amount of CPU usage saved depends on the content of the applications being run

Test item	CPU loading
QT with DirectFB and 2D	41%
QT with DirectFB without 2D	86%
QT without DirectFB and 2D	78%

- [GC520L \(2D graphic engine\) shared library is located at /usr/lib/directfb-1.7-7/gfxdrivers/libdirectfb_gal.so](#)
- Remove libdirectfb_gal.so and run the demo will use DirectFB without 2D Engine
- DirectFB can be configured by creating *directfbrc* configuration file at /etc

Qt Creator Cross- Compile Environment Setup

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Build Toolchain from Yocto

- First, you need to build ma35d1 toolchain from Yocto.
- Create a toolchain installer. If you have already created one, do not execute the command again.

```
$ bitbake nvt-image-qt5 -c populate_sdk
```

- After build toolchain SDK, it will locate at /tmp-glibc/deploy/sdk
- Use host OS Ubuntu to install it to the default path

```
$ ./oecore-x86_64-aarch64-toolchain-5.5-dunfell.sh
```

```
user@ubuntu:~/sdk$ sudo ./oecore-x86_64-aarch64-toolchain-5.5-dunfell.sh
[sudo] password for user:
Nuvoton Release Distro SDK installer version 5.5-dunfell
=====
Enter target directory for SDK (default: /usr/local/oecore-x86_64):
You are about to install the SDK to "/usr/local/oecore-x86_64". Proceed [Y/n]? y
Extracting SDK.....
.....done
Setting it up...done
SDK has been successfully set up and is ready to be used.
Each time you wish to use the SDK in a new shell session, you need to source the environment setup script e.g.
$ . /usr/local/oecore-x86_64/environment-setup-aarch64-poky-linux
```

Toolchain from Buildroot

- Buildroot have already installed the toolchain

```
~/Buildroot/MA35D1_Buildroot/output/host/usr/bin$
```

```
user@ubuntu:~/Buildroot/MA35D1_Buildroot/output/host/usr/bin$ ls
2to3
2to3-3.9
aarch64-linux-addr2line
aarch64-linux-ar
aarch64-linux-as
aarch64-linux-c++
aarch64-linux-c++.br_real
aarch64-linux-cc
aarch64-linux-cc.br_real
aarch64-linux-c++filt
aarch64-linux-cpp
aarch64-linux-cpp.br_real
aarch64-linux-elfedit
aarch64-linux-g++
aarch64-linux-g++.br_real
aarch64-linux-gcc
aarch64-linux-gcc-9.4.0
aarch64-linux-gcc-9.4.0.br_real
aarch64-linux-gcc-ar
aarch64-linux-gcc.br_real
aarch64-linux-gcc-nm
aarch64-linux-gcc-ranlib
aarch64-uvoton-linux-gnu-as
aarch64-uvoton-linux-gnu-c++
aarch64-uvoton-linux-gnu-c++.br_real
aarch64-uvoton-linux-gnu-cc
aarch64-uvoton-linux-gnu-cc.br_real
aarch64-uvoton-linux-gnu-c++filt
aarch64-uvoton-linux-gnu-cpp
aarch64-uvoton-linux-gnu-cpp.br_real
aarch64-uvoton-linux-gnu-elfedit
aarch64-uvoton-linux-gnu-g++
aarch64-uvoton-linux-gnu-g++.br_real
aarch64-uvoton-linux-gnu-gcc
aarch64-uvoton-linux-gnu-gcc-9.4.0
aarch64-uvoton-linux-gnu-gcc-9.4.0.br_real
aarch64-uvoton-linux-gnu-gcc-ar
aarch64-uvoton-linux-gnu-gcc.br_real
aarch64-uvoton-linux-gnu-gcc-nm
aarch64-uvoton-linux-gnu-gcc-ranlib
aarch64-uvoton-linux-gnu-gcov
aarch64-uvoton-linux-gnu-gcov-dump
aarch64-uvoton-linux-gnu-gcov-tool
aarch64-uvoton-linux-gnu-gdb
autom4te
automake
automake-1.15
autopoint
autoreconf
autoscan
autoupdate
awk
bison
cal
captoinfo
chacl
chatr
choom
clear
cmake
col
colcrt
colrn
column
compile_et
convert-dtstv0
fdtput
fincore
findmnt
fixqt4headers.pl
flex
flex++
flock
floppyd
floppyd_installtest
gapplication
gawk
gdbus
gdbus-codegen
genbrk
gencfu
gencval
gendict
genimage
genrb
getfacl
getfattr
getopt
icuinfo
ifnames
infocmp
infotocap
ipcmk
ipcrm
ipcs
isosize
jq
kill
kmod
last
lastb
libtool
libtoolize
linux32
linux64
linux-dtc
logger
look
lsattr
lsblk
mcookie
mcopy
mdel
mdeltree
mdir
mdu
meson
mformat
minfo
mk_cmds
mkenvimage
mkimage
mkmanifest
mkpasswd
mlabel
mmd
mmount
mmove
moc
mount
mountpoint
mpartition
```

| qmake from Buildroot

- Because Buildroot compile qmake in the docker, you need to create a “shared” folder soft link to meet the path about qmake

```
$ ln -s ./ shared
```

```
user@ubuntu:~$ ln -s ./ shared
user@ubuntu:~$ ls
Buildroot  Docker      MA35D1_NuWriter  Pictures  Qt_Project  Videos
config     Documents  Music             Public   shared      yocto
Desktop    Downloads  patch            Qt5.14.1  Templates
```

| Download and Install Qt Creator

- Download QT Creator from <https://download.qt.io/archive/qt/5.14/5.14.1/> under host Ubuntu operating environment. Choose qt-opensource-linux-x64-5.14.1.run.
- After downloading, create a folder you prepare to install QT Creator under /home/user

```
$ mkdir /home/user/Qt_Creator
```

- Go to the path you downloaded and install QT Creator

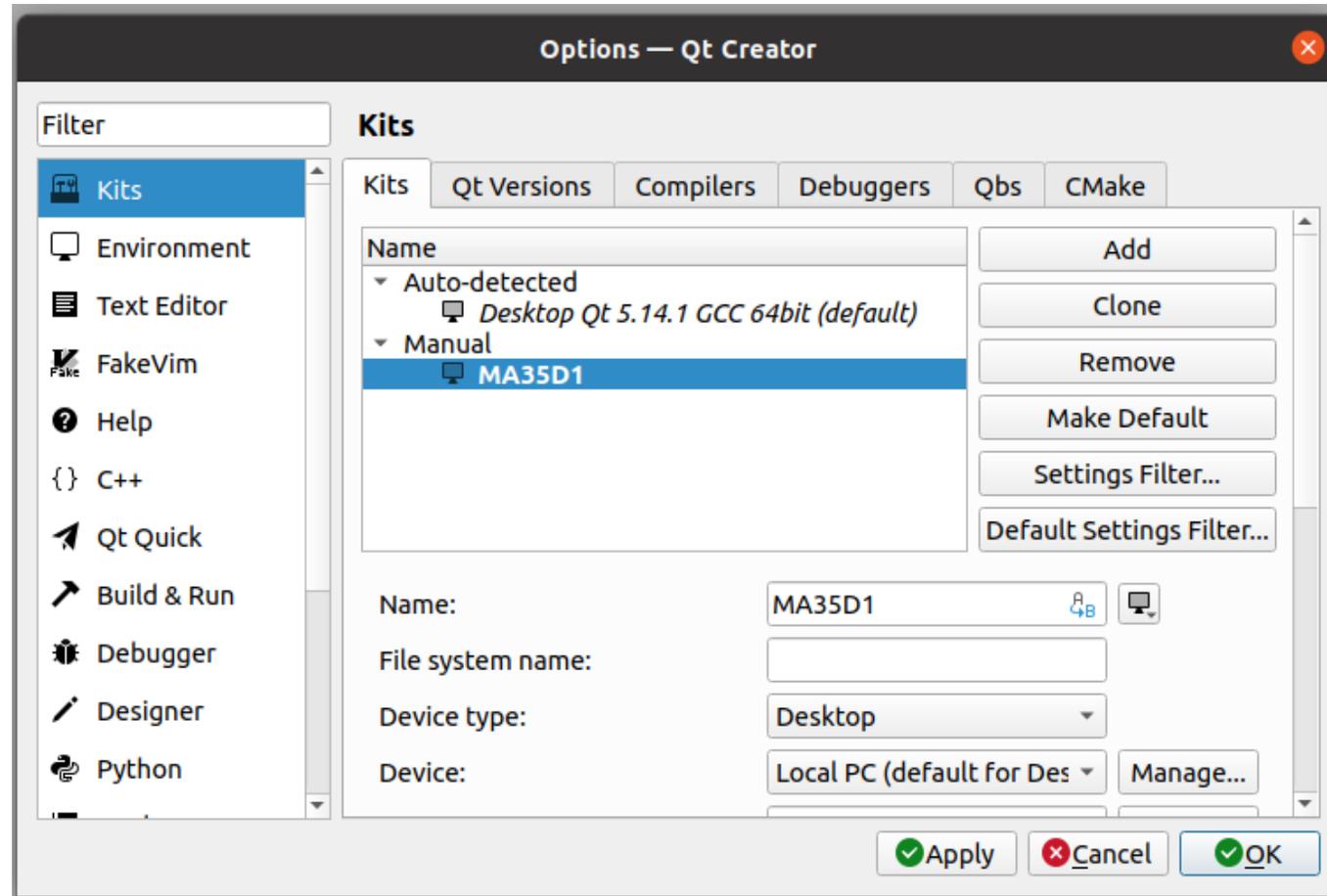
```
$ chmod 777 qt-opensource-linux-x64-5.14.1.run  
$ sudo ./qt-opensource-linux-x64-5.14.1.run
```

- After installed, open QT Creator with the command below

```
user@ubuntu:~/QT_Creator/Tools/QtCreator/bin$ ./qtcreator.sh &
```

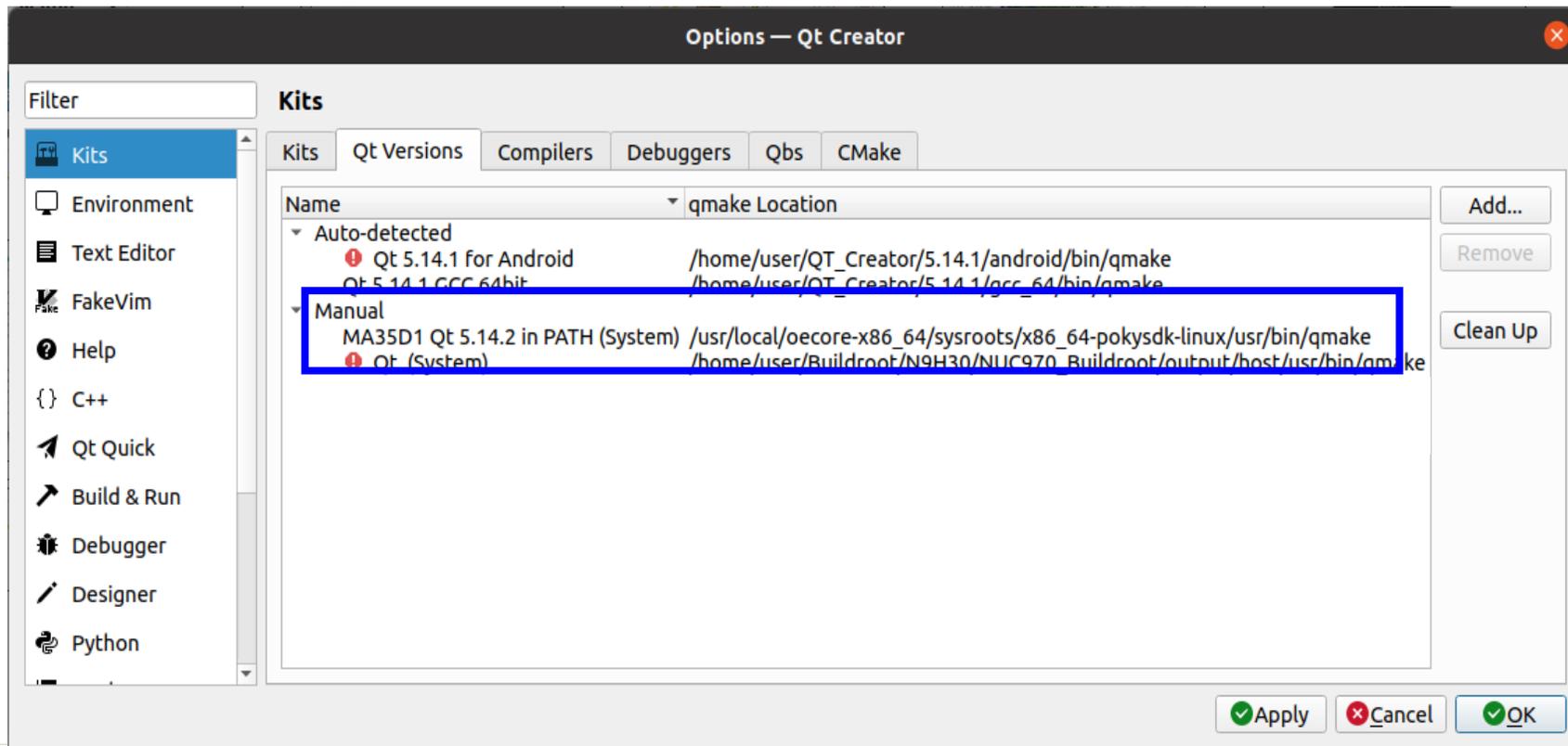
Qt Creator option – Kits

- Create a MA35D1 kits to build the application



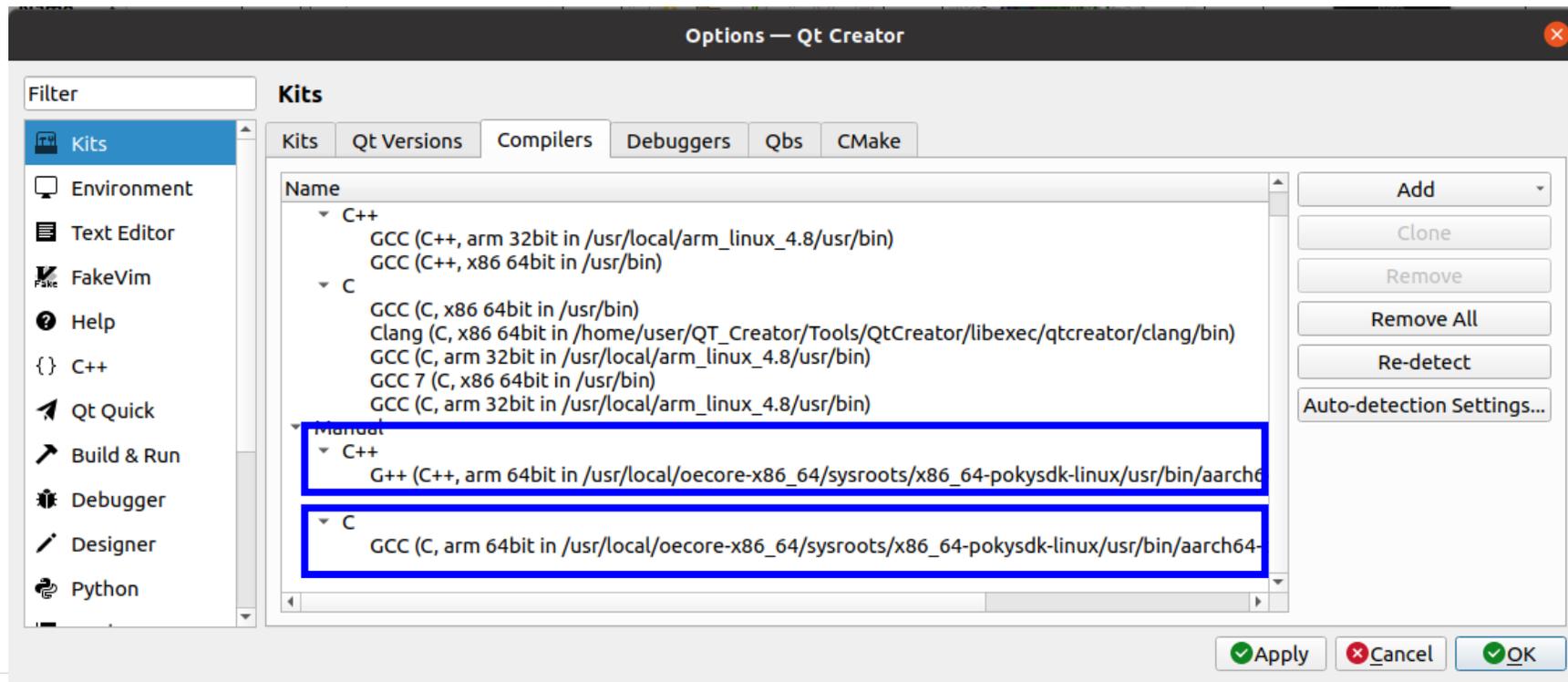
Qt Creator option

- Tools -> Options -> Qt versions need to be match the version you built
 - Buildroot: `~/MA35D1_Buildroot/output/host/bin/qmake`
 - Yocto: `/usr/local/oe-core-x86_64/sysroots/x86_64-pokysdk-linux/usr/bin/qmake`



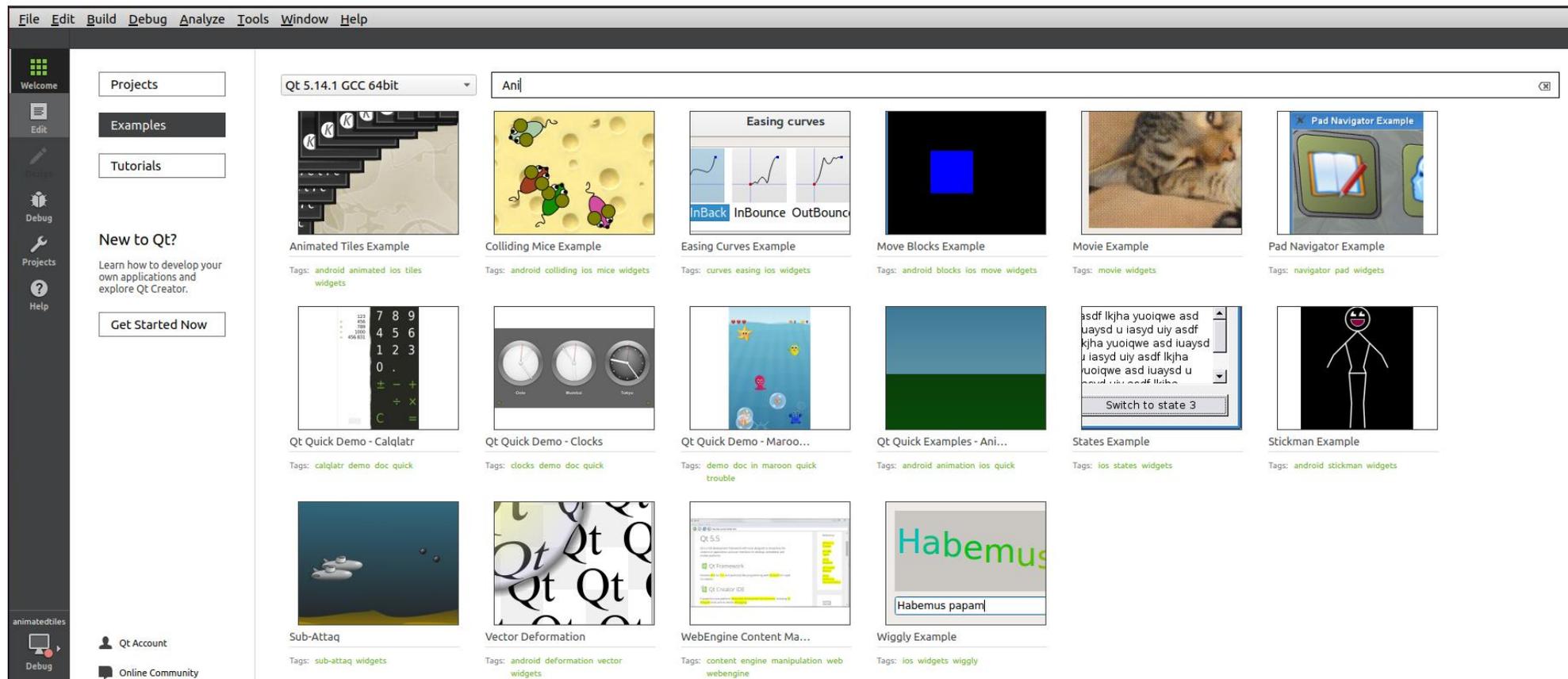
Qt Creator option – Compilers

- Choose the two toolchains
 - Buildroot: `~/MA35D1_Buildroot/output/host/usr/bin/aarch64-linux-gcc`
 - Yocto: `/usr/local/oe-core-x86_64/sysroots/x86_64-poky-sdk-linux/usr/bin/aarch64-poky-linux/aarch64-poky-linux-g++`



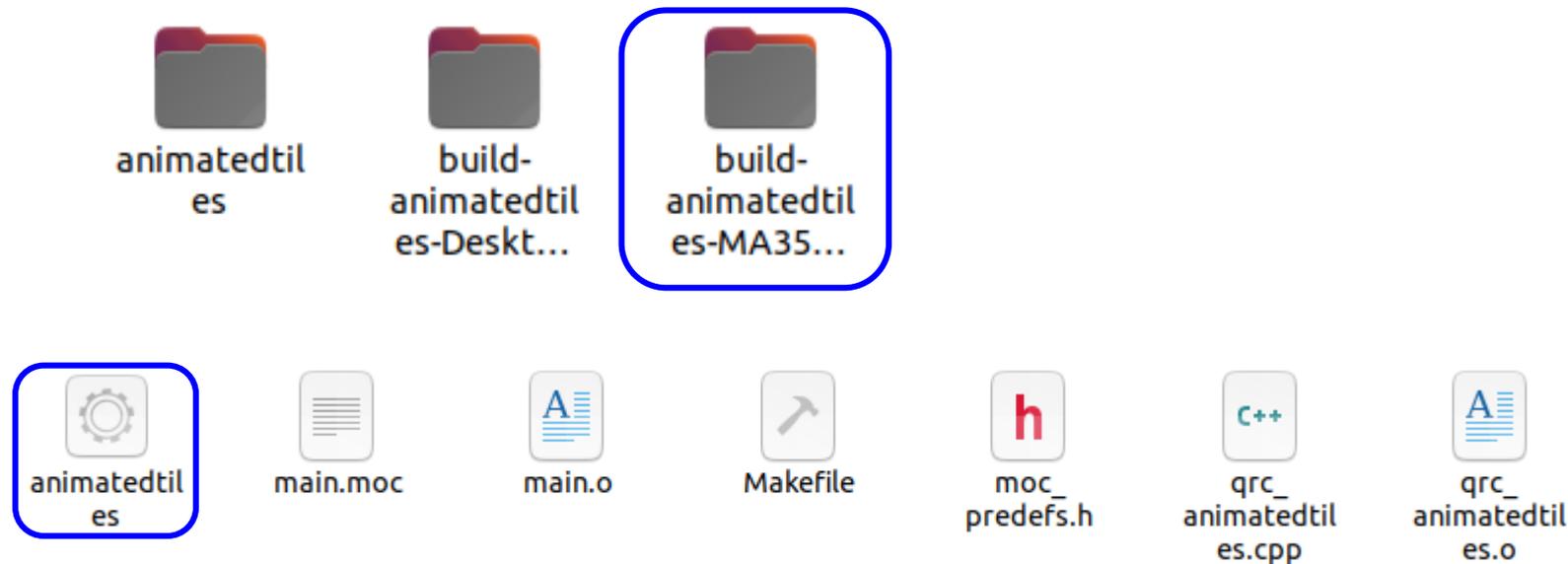
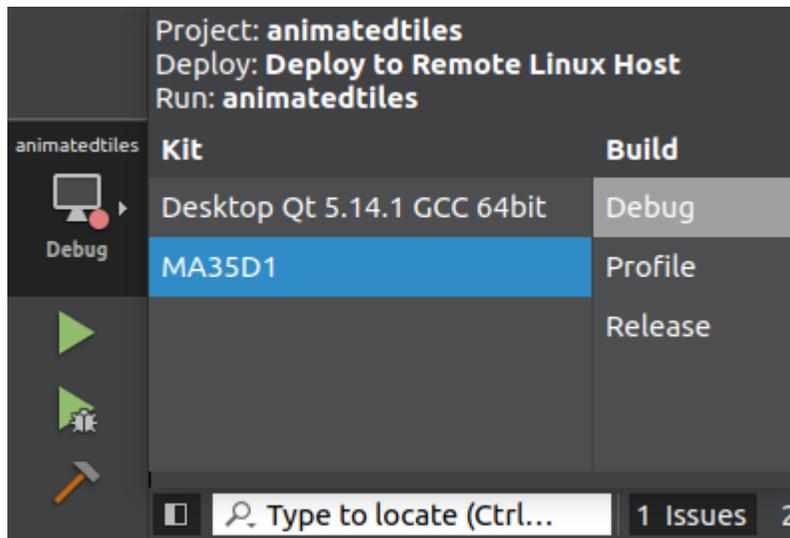
Qt Application Demo Code

- Qt Creator provides many examples for users to use
- Choose Animated Tiles



QT Application Demo Code

- There two compiler kits can be choose. One can be run directly on a PC, and the other can be run on MA35D1.
- After building, Qt Creator will create a 'Debug' folder located at the path you chose
- Copy it to the evaluation board



| Qt and TSLIB Environment Variable

- Before running the Qt application, ensure that the Qt environment variables are properly configured. If you are using Yocto to build the application, there is no need to manually export the environment variables as they are already set up in the Yocto build environment.

```
export QT_QPA_FB_TSLIB="1"  
export QT_QPA_FONTDIR="/usr/share/fonts/truetype"  
export QT_QPA_PLATFORM="linuxfb"  
export TERM="xterm"  
export TSLIB_CONSOLEDEVICE=none  
export TSLIB_FBDEVICE=/dev/fb0  
export TSLIB_TSDEVICE=/dev/input/event0  
export TSLIB_CONFFILE=/etc/ts.conf  
export TSLIB_PLUGINDIR=/usr/lib/ts  
export TSLIB_CALIBFILE=/etc/pointercal  
export LD_LIBRARY_PATH=/lib:/usr/lib:/usr/lib/ts
```

| Run Qt Application

- Execute the application with linuxfb
- Yocto:

```
root@numaker-som-ma35d16a81:~# /usr/share/qt5everywheredemo-1.0/QtDemo
```

- Buildroot:

```
root@numaker-som-ma35d16a81:~#  
/usr/lib/qt/examples/widgets/animation/animatedtiles/animatedtiles
```

- Nuvoton provide 2D Graphic Engine with DirectFB
- Add `-platform directfb` to the command upper run the application with `directfb`

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谢谢

謝謝

Děkuji

Bedankt

Thank you

Kiitos

Merci

Danke

Grazie

ありがとう

감사합니다

Dziękujemy

Obrigado

Спасибо

Gracias

Teşekkür ederim

Cảm ơn